Unfortunatly, thats not how westwood did it.Westwood used an expensive program called Lightscape to do it. Basicly, from what I can gather, you make the 3d model then run it through an exporter which generates a lightscape input file. The lightscape input file is run through lightscape and generates a lightscape solutions file (thats what the pwr_int.ls file in buildings.zip under the GDI power plant is, its the lightscape solutions file)Then, you run this back through a converter and some stuff and you end up with a w3d file containing special lightmapping chunks (PRELIT stuff I think), a wlt file containing lights and some special lightmapping textures (thats what the wierd textures with names like pwr_int_lm002+\0.dds are for)Speaking of the GDI power plant interior, I am going to try and see if it can be made usable without throwing away the lightmapping.